

How to Play Fill Two

Materials: One deck of Decimal Cards, Set A

Grids: 1 sheet per player

Crayons or markers (two or more colors) for each player

Players: 2

1. Mix the cards and turn the deck facedown. Turn over the top four cards and place them faceup in a row. After one of the four cards has been picked, replace it with the top card from the deck.
2. The goal is to shade in two of your grids as completely as possible.
3. Players take turns. On your turn, choose one of the faceup cards, color in that amount on either grid, and write the decimal below the grid. You may never color in an amount that would more than fill a grid, and you may not split an amount to color in parts of two grids.
4. Change colors for each turn so that you can see the different decimals. As you write the decimal below the grid, use plus (+) signs between the decimals, making an equation that will show the total colored in on that grid.
5. If all cards showing are greater than the spaces left on your grids, you lose your turn until a card that you can use is turned up.
6. The game is over when neither player can choose a card. Players then find the total colored in on each grid and add them. The winner is the player whose final sum is closest to 2.

Variation: Fill Four

The rules for this game are the same as for Fill Two, except:

1. Use Decimal Cards Set A and Set B.
2. Each player fills four grids during a game. On a turn, you may color in the amount on any grid that has enough room.
3. The winner is the player whose final sum is closest to 4.